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NES-HZ-USA

RESCUE

THE EMBASSY MISSION

INSTRUCTION BOOKLET

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FOR PLAY ON THE

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PRECAUTIONS ON MACHINE CARE AND PLAYING THE GAME

1. This Nintendo Entertainment System is a very fine instrument. Keep it away from very high temperature and mechanical shock, at all times. Never disassemble it for any reason.
2. Never touch the terminals with your bare hands or get them wet. It could cause damage.
3. Do not clean the case with solvents of any kind, such as thinner, benzene, alcohol, etc.
4. If you play the game for a long period of time, please take a short rest of 10 to 15 minutes, about every 2 hours, for your

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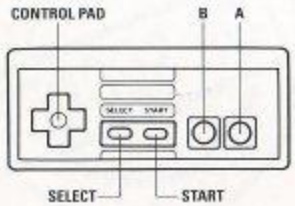
It's been 11 days since the political fanatics occupied the embassy, holding the ambassador and his staff captive. You've waited patiently while government negotiators tried in vain to arrive at a peaceful settlement. Now it's up to you and your band of commandos to get the captives out!

NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS:

Only controller 1 is used for this game.



Control Pad:

Used to move snipers, control members of the rescue team, or aim a gun.

SELECT Button:

Used to return to map.

START Button:

Used to start the game.

A Button:

Used to make a selection or fire a gun.

B Button:

Used to cancel a selection.

HOW TO PLAY:

Starting the Game:

At any time during the game demonstration, press the START button to begin the game.

Choosing the Level and Mission:

After the title screen is displayed, you will see a list of three levels and five missions.

The three levels increase in difficulty from Lieutenant to Captain and finally Commander. The higher the level, the greater the number of searchlights and the quicker the enemy.

The five missions in order of increasing difficulty are Training, Target, Ultimatum, Trigger, and Jupiter. As the difficulty increases, the searchlights become quicker, the number of enemy increases, and they are more difficult to attack. In addition, the amount of time you have to complete your mission decreases at the more difficult levels:

Mission	Time Limit
Training	18 minutes
Target	16 minutes
Ultimatum	14 minutes
Trigger	12 minutes
Jupiter	10 minutes

The training mission is a good place to begin. There are no captives in this mission and it will give you experience in commanding your forces.

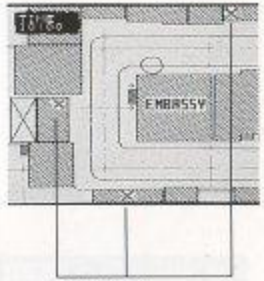
The Objective:

Your goal is to rescue all of the captives without losing any members of your team. To mount an effective assault, you must first position your snipers around the embassy. Your rescue team will then be lowered by helicopter onto the roof of the embassy.

Playing the Game:

After choosing the level and mission, you will see a blueprint map of the area surrounding the embassy. The red X's mark the chosen spots for your snipers. You must place at least one sniper at a designated spot. Press the A button to continue.

Next you will see the starting location of Mike, the first member of your sniper team. Press the A button to continue.



DESIGNATED SNIPER SPOTS

PLACING YOUR SNIPERS:

You must maneuver your snipers to the designated spots using the control pad. Be careful to avoid the spotlights! Use the cover of doorways and walls to your best advantage.

There are three members of your sniper team; Mike, Steve, and Jumbo. The control pad can be used to control their movements as follows:

←	Move to the left.
→	Move to the right.
↑	Enter a building or jump over a wall to hide.
↓	Exit a building or climb over a wall or lie face down if standing. Once you are lying down, you may use ← and → to crawl along the ground.
↘	Somersault to the right.
↙	Somersault to the left.
↓ & A or B	Turn to the right.
→ & A or B	Turn to the left.

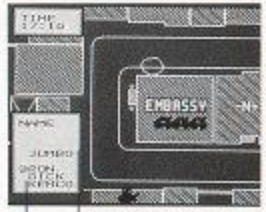
A or B	If you are in a safe hiding spot you can press the A or B buttons to view the map. This will show you where you are in relation to the desired sniper spot. Press the A or B button to return to the game.

After all members of your sniper team have been placed or lost, you can proceed to the rescue phase of the game provided that you have successfully placed at least one sniper.

THE RESCUE PHASE:

Your rescue team members Ron, Dick, and Kemco, will be lowered from a helicopter to the roof of the embassy. You then have the choice of commanding your snipers or the members of your rescue team. The map will now show you the names of the remaining members of your sniper team and the names of the rescue team:

It is best to use your snipers to reduce the number of enemies before sending in the rescue team.



SNIPER GUN SIGHT VIEW

USING THE SNIPERS:

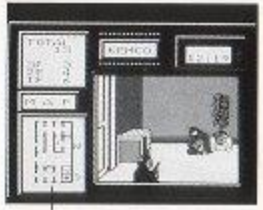
To use a sniper, move the red blinking cursor to the member of the sniper team you want to command and press the A button. The sniper position will then blink to show you his location. If this is the one you want to use, press the A button. Press the B button if you want to choose another sniper.

The view through the sniper's gun sight will be visible in the circle on the right side of the screen. Use the control pad to move the sight across the building. Look carefully at all of the windows for the shadow of an enemy. Press the A button to fire your gun. You can press the SELECT button to return to the map where you can choose another sniper or to command members of the rescue team.

COMMANDING THE RESCUE TEAM:

To command a member of the rescue team, move the blinking red cursor to the member of the rescue team and press the A button. The position of the team member will then begin to blink. Use the LEFT and RIGHT directions on the control pad to move the team member to the desired location around the building. It is best to position them on sides of the building that you have covered by members of your sniper team. When you are satisfied with the position, press the A button.

You must now lower the team member to a window. Use the DOWN direction to begin repelling down the building. Use the UP arrow to stop the repel. Be careful not to go too fast or you will fall! When you are positioned directly over a window, press the A button to enter the building. You should also make sure that there are no enemies in the window you are trying to enter!



BUILDING MAP

INSIDE THE EMBASSY:

After breaking your way into the embassy, you will now begin your sweep through the building to locate the captives.

The map in the lower left corner will show you the layout of the floor you are on as well as the locations of any enemy (green dots) and captives (blue dots). The red arrow marks your current location and direction.

Use the control pad to carefully move from room to room:

← Turn to the left (counter-clockwise).

→ Turn to the right (clockwise).

↓ Turn around (about face 180).

↑ Go forward.

If you encounter the enemy, you can fire your machine gun by pressing the A button. While the A button is pressed, the control pad will aim the gun. Eliminate all the enemy and pick up any captives you find. You can then use the stairs to move to the other floors of the embassy. Be careful to monitor the remaining time indicated in the upper right corner!

The game is completed when you have eliminated all of the enemies or when all of your rescue team members have been lost.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the recieving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communication Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4

90-DAY LIMITED WARRANTY KEMCO/SEIKA GAME PAKS

90-DAY LIMITED WARRANTY

SEIKA Corporation warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK")(not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, SEIKA will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the SEIKA Consumer Service Department of the problem requiring warranty service by calling 1-800-462-5040. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Seika Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with our sales slip or similar proof-of-purchase within the 90-day warranty period to:

Seika Corporation
20000 Mariner Avenue, Suite 100
Torrance, CA 90503

This warranty whall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the SEIKA CORPORATION Consumer Service Department at the phone number noted above. If the SEIKA Service Representative is unable to solve the problem by phone, he may advise you of the approximate cost for SEIKA to repair or replace the PAK and may provide you with a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to SEIKA, and enclose a money order payable to SEIKA for the cost quoted you.

If after personal inspection, the SEIKA Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH WEREIN. IN NO EVENT SHALL SEIKA BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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